

FIG. 1

## 1: GAME SYSTEM

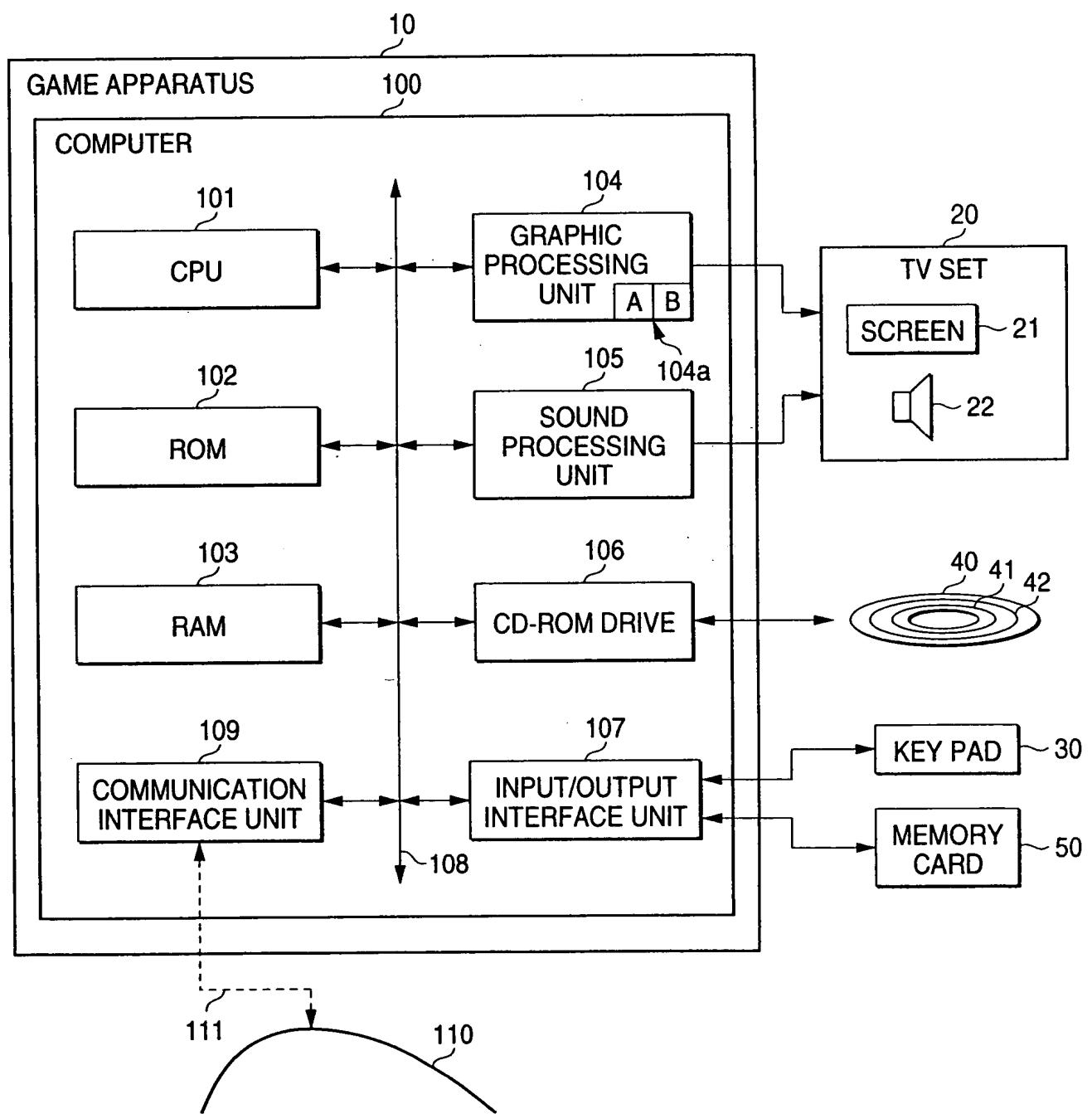


FIG. 2

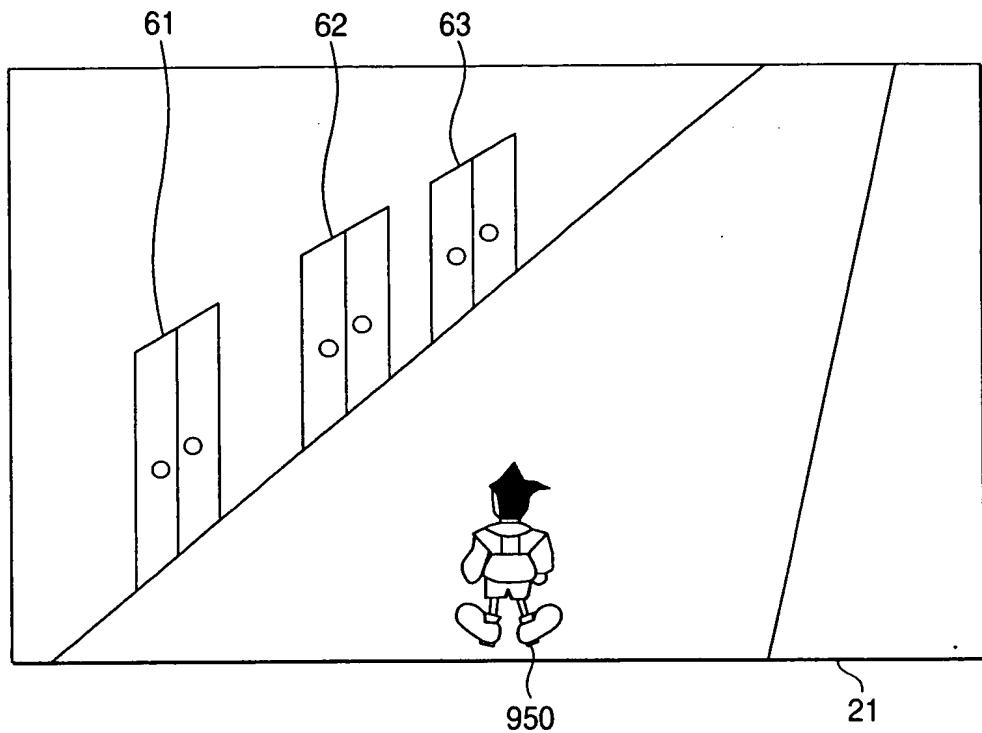
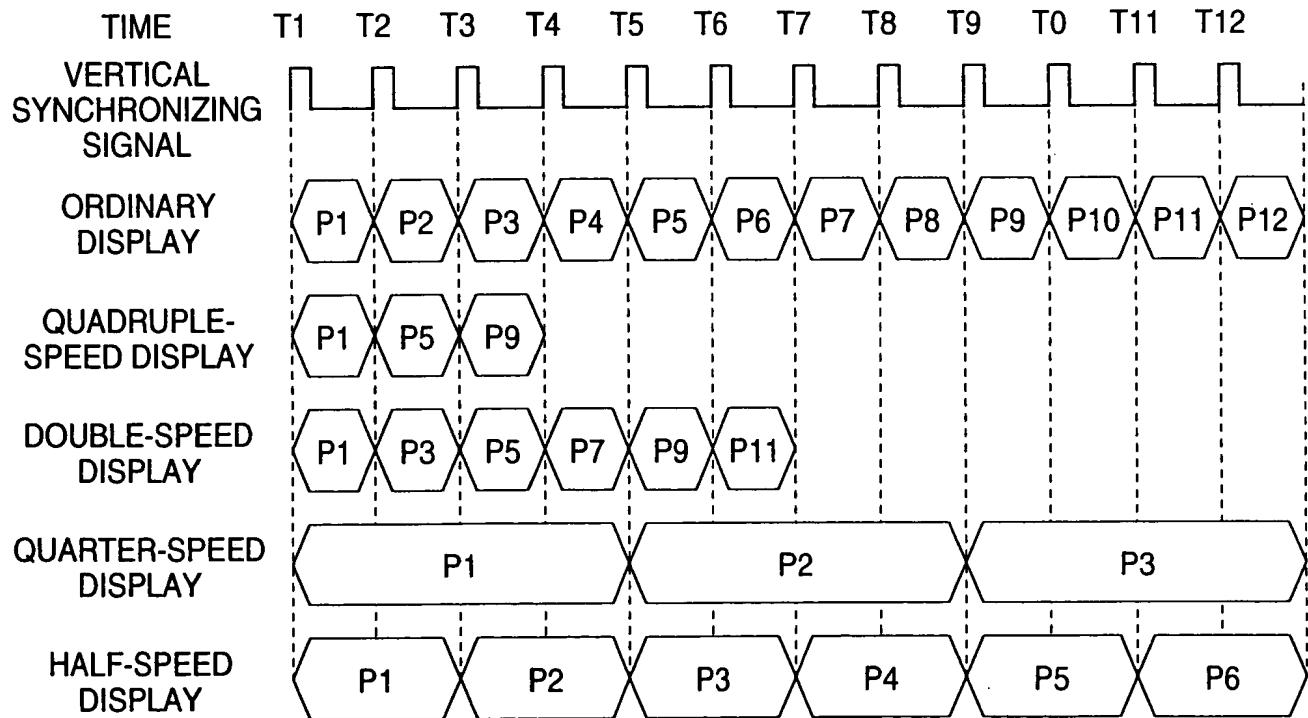
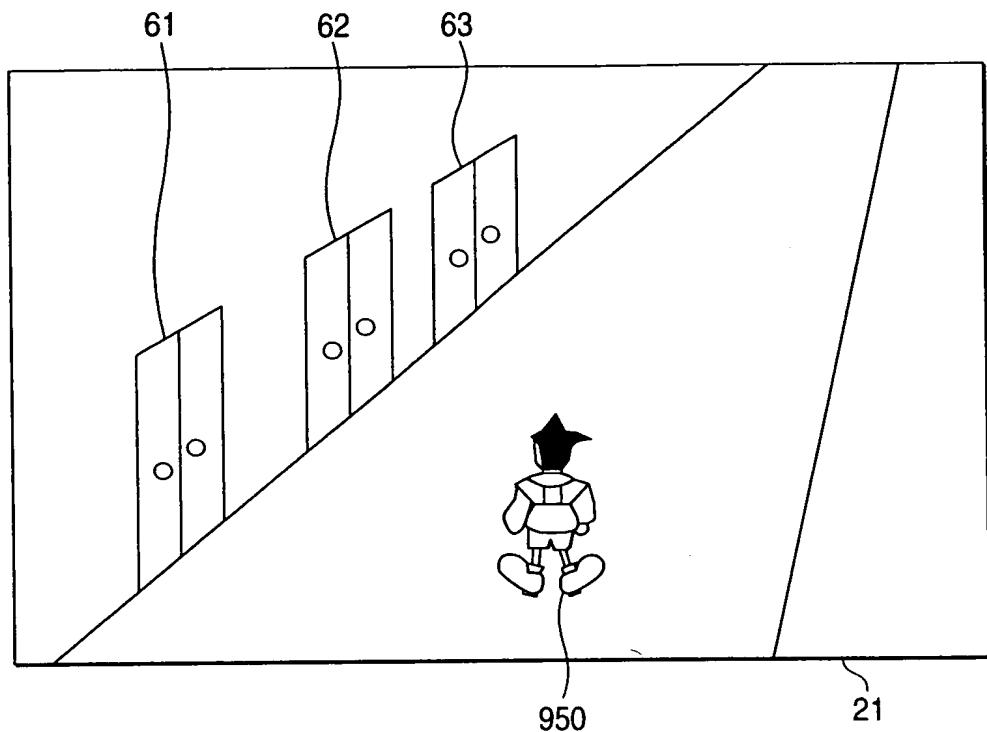


FIG. 3



*FIG. 4*



*FIG. 5*

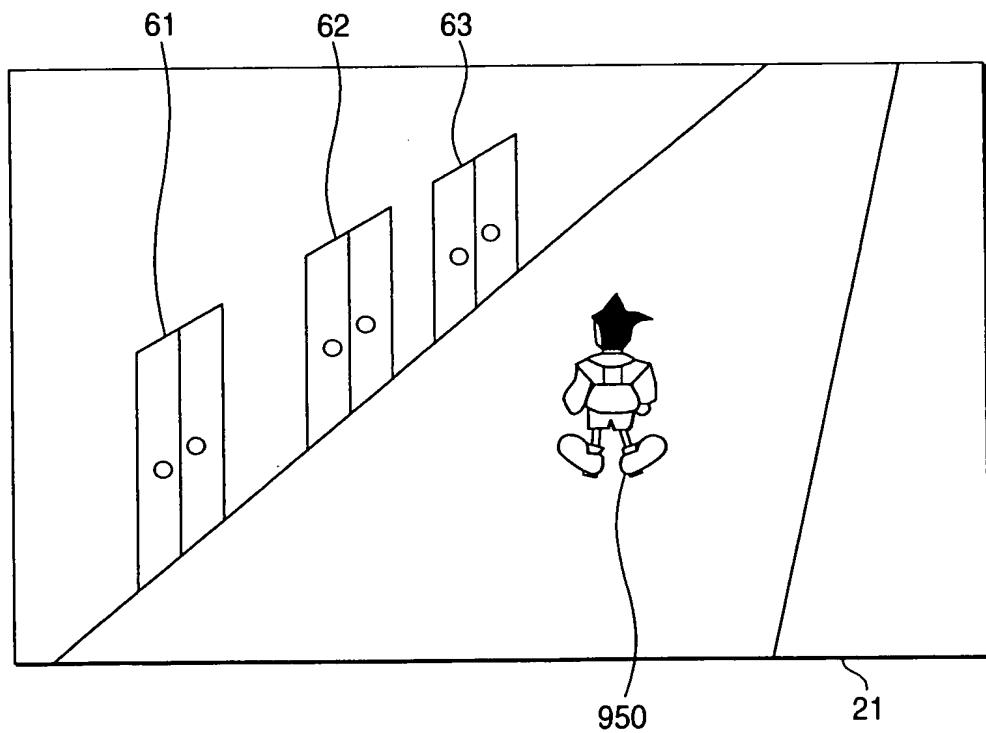


FIG. 6

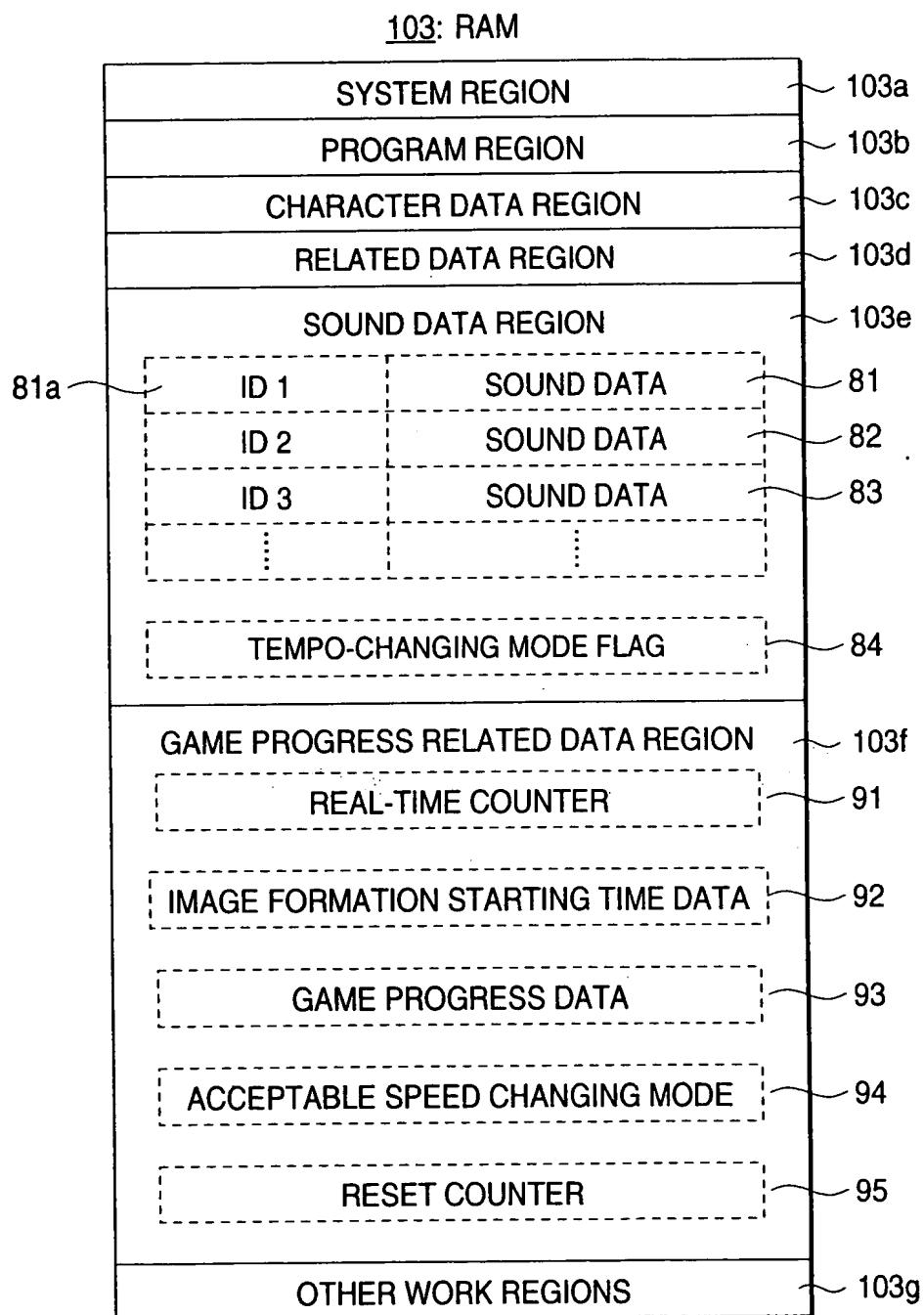


FIG. 7

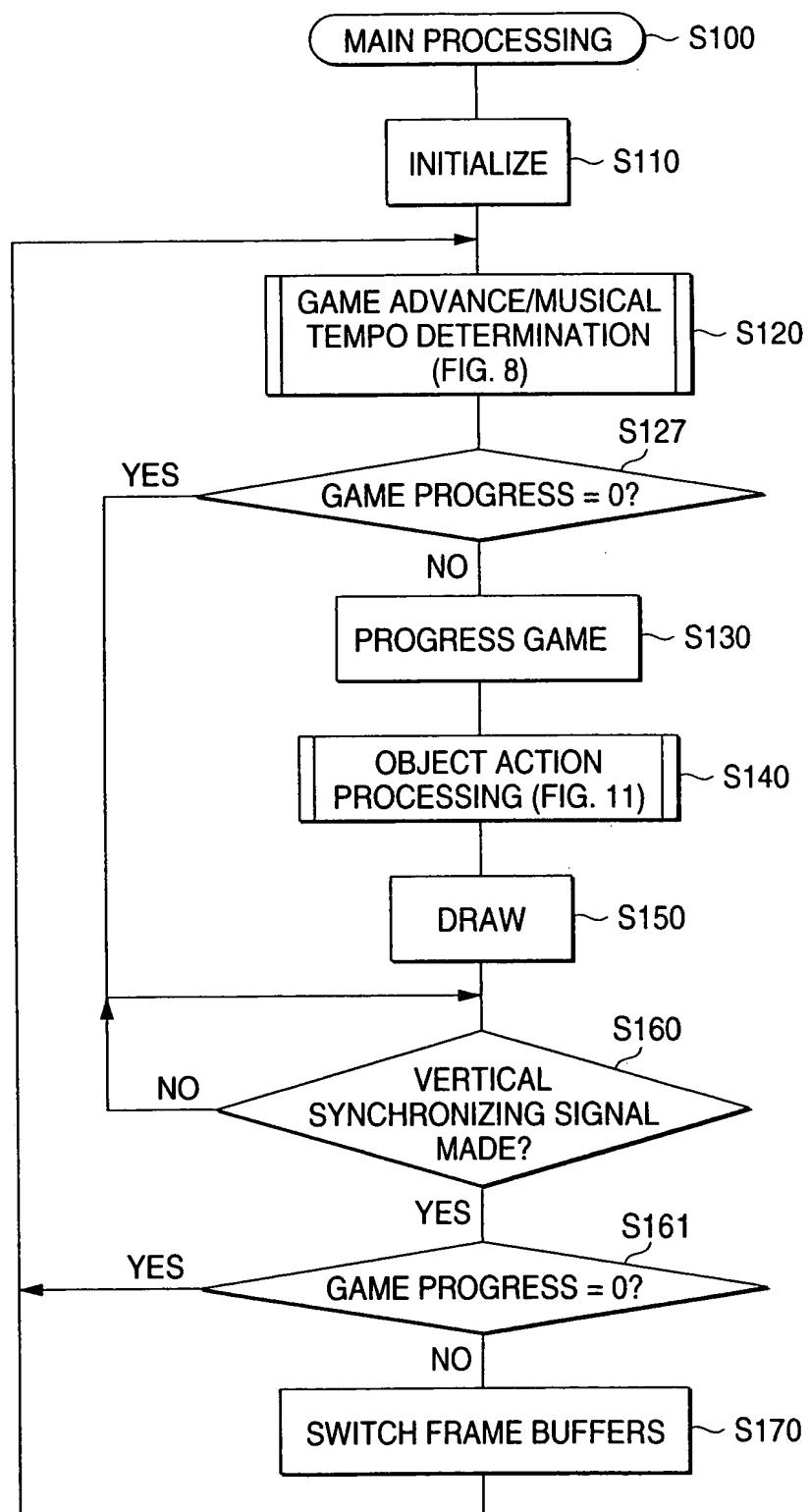


FIG. 8

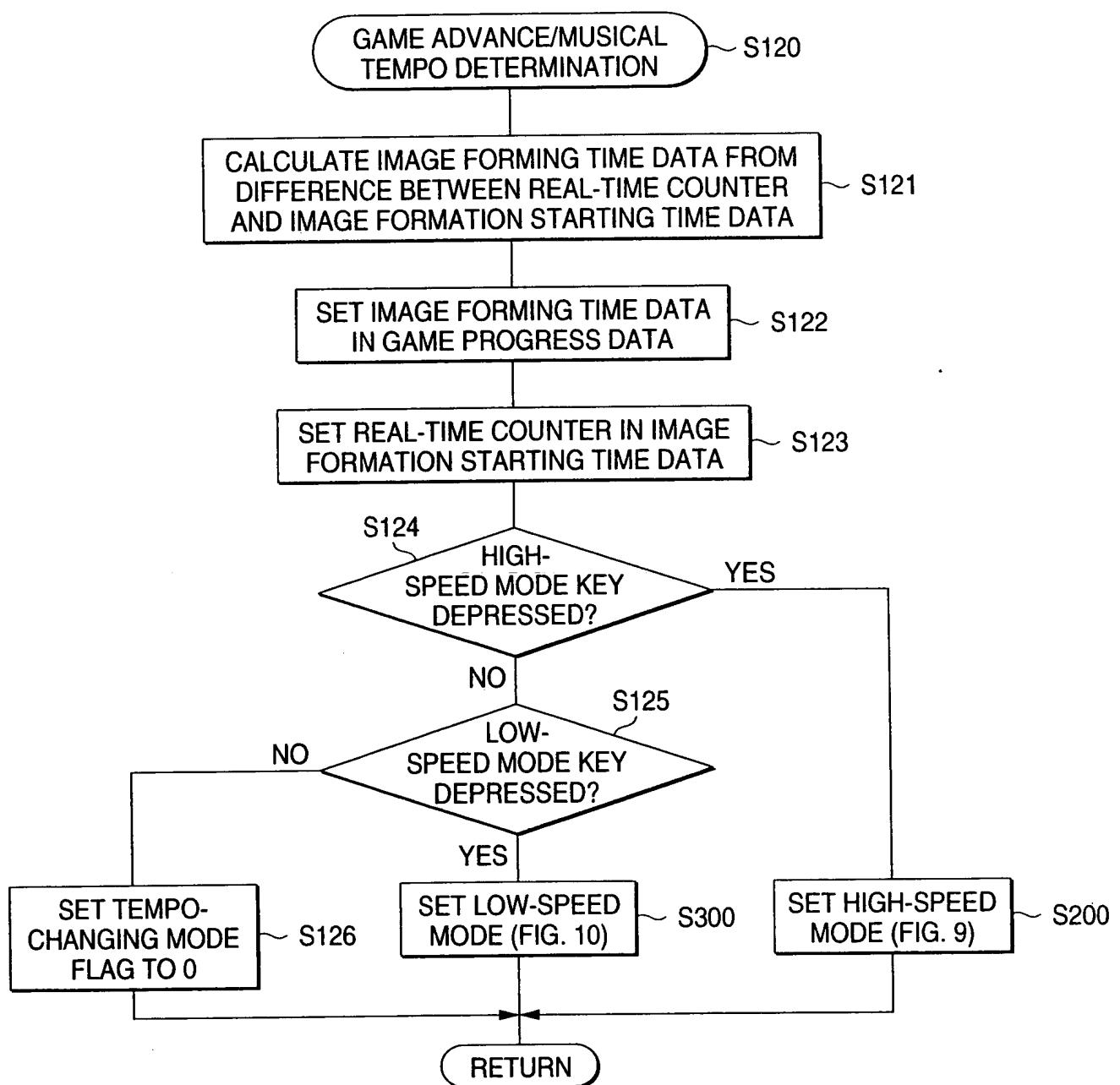


FIG. 9

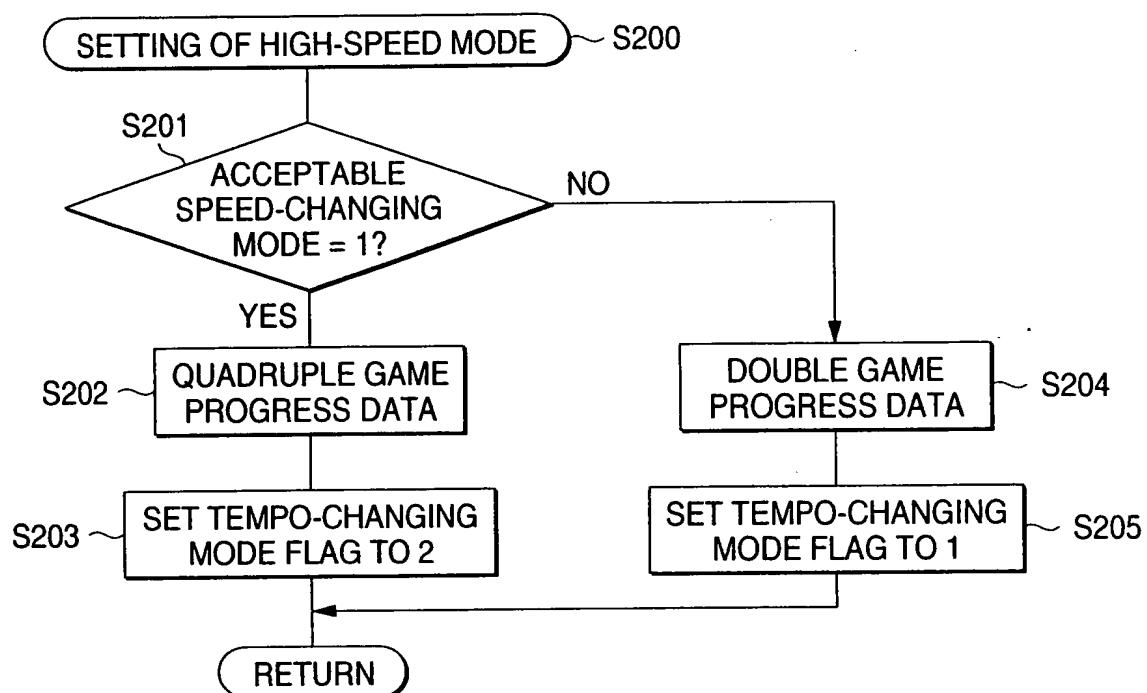


FIG. 10

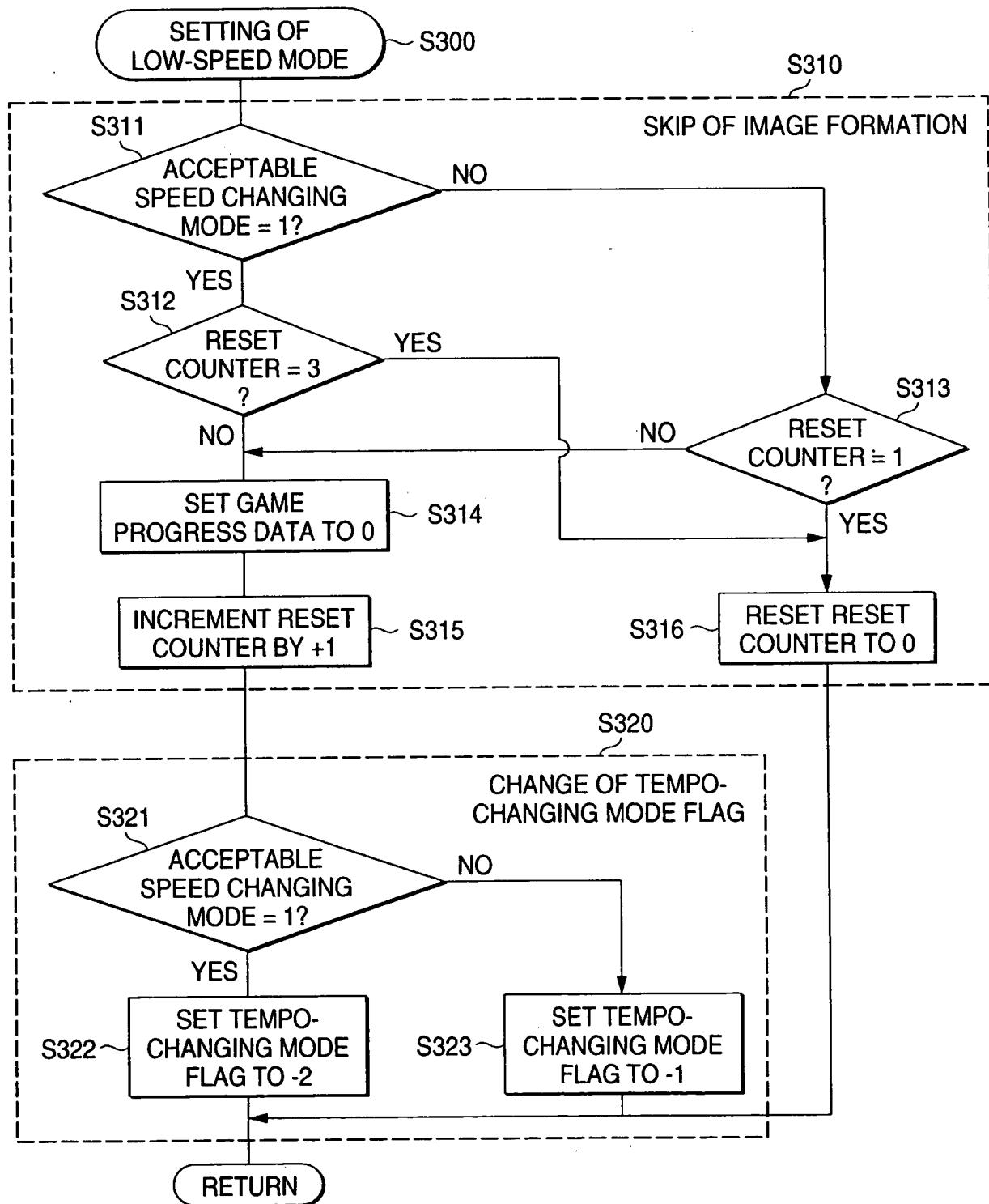


FIG. 11

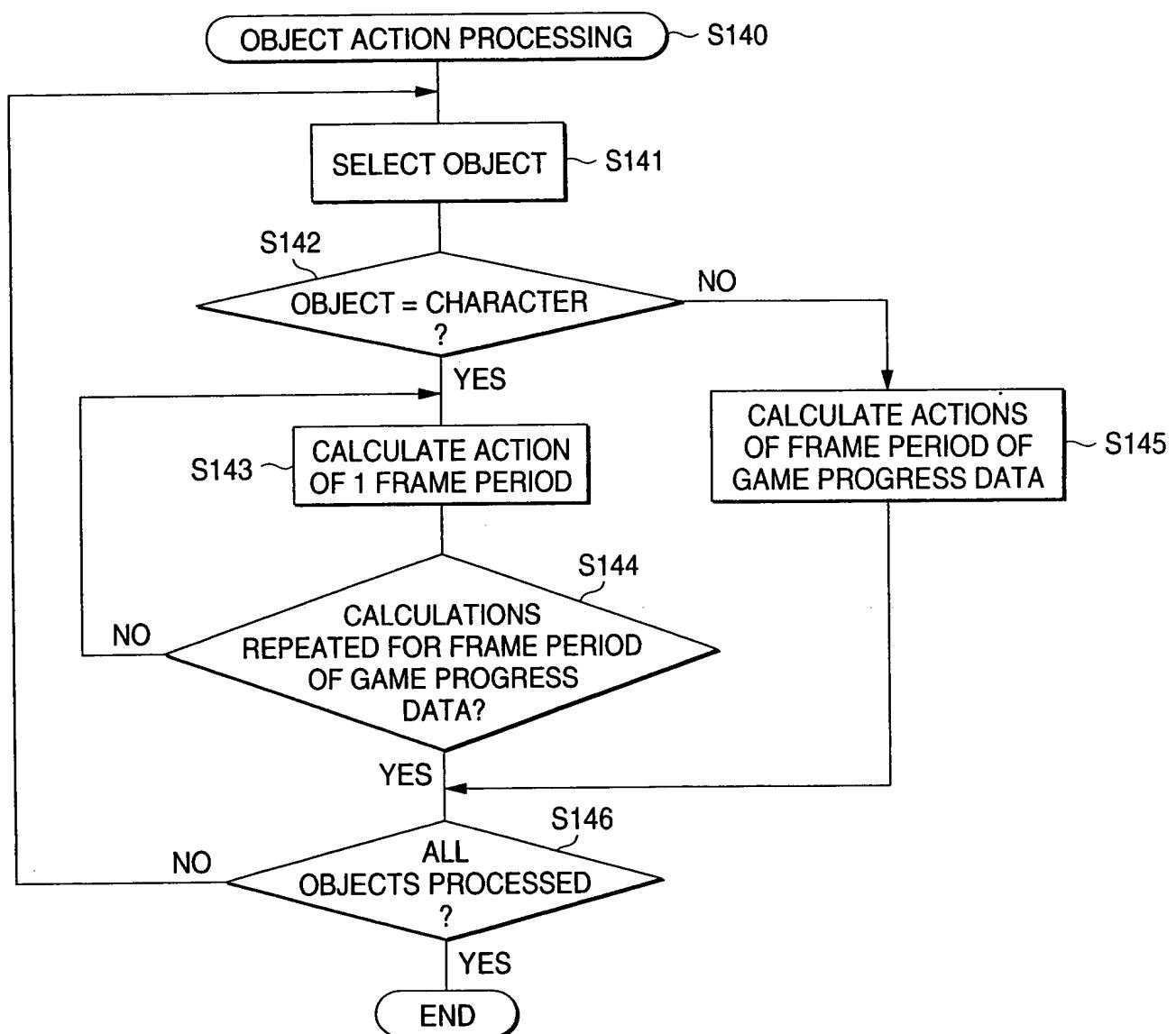


FIG. 12

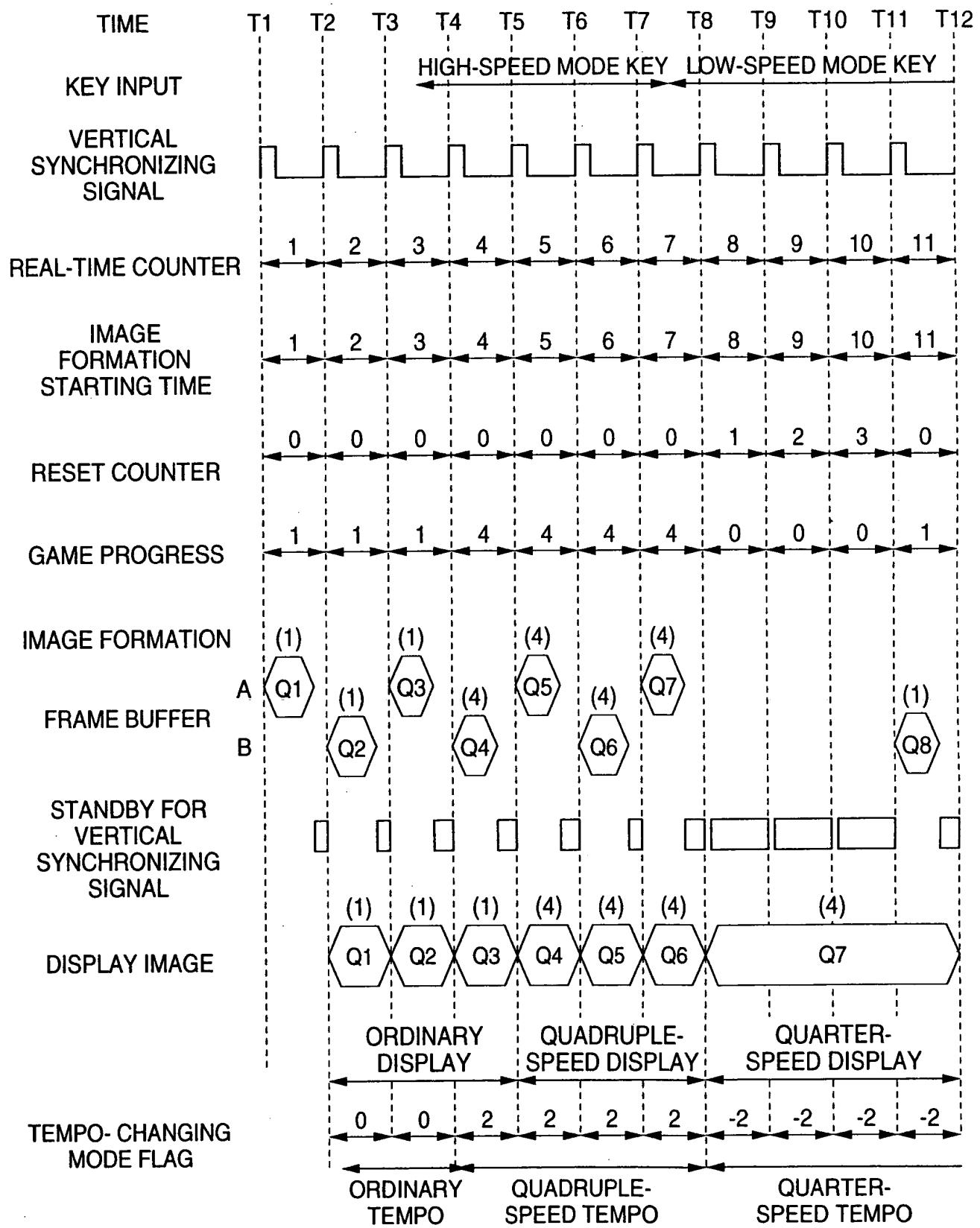


FIG. 13

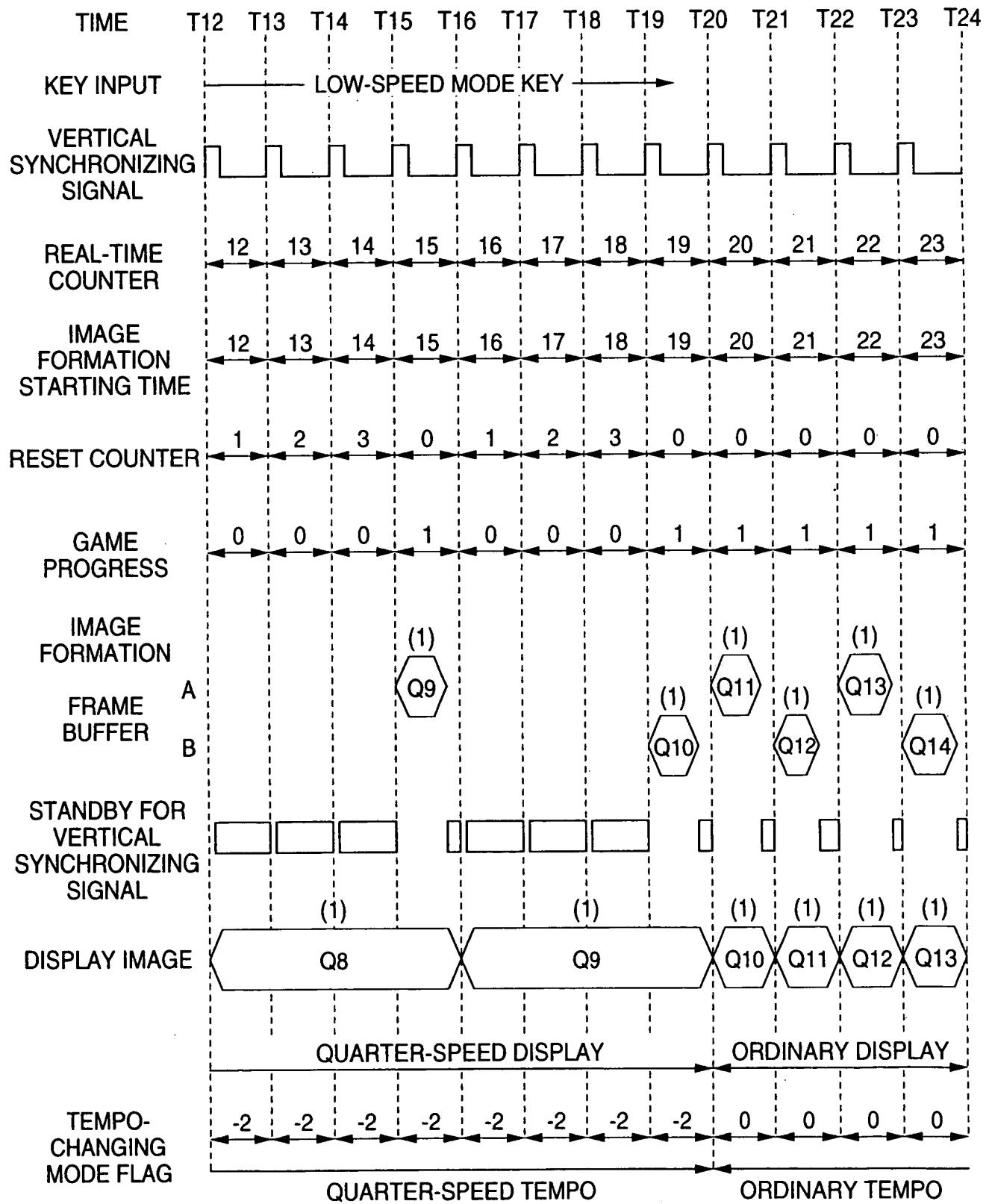


FIG. 14

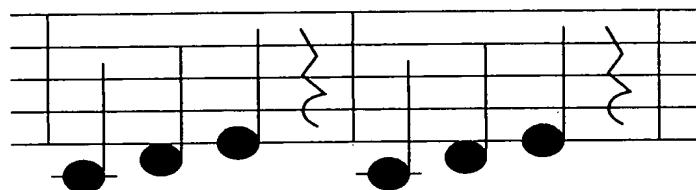


FIG. 15

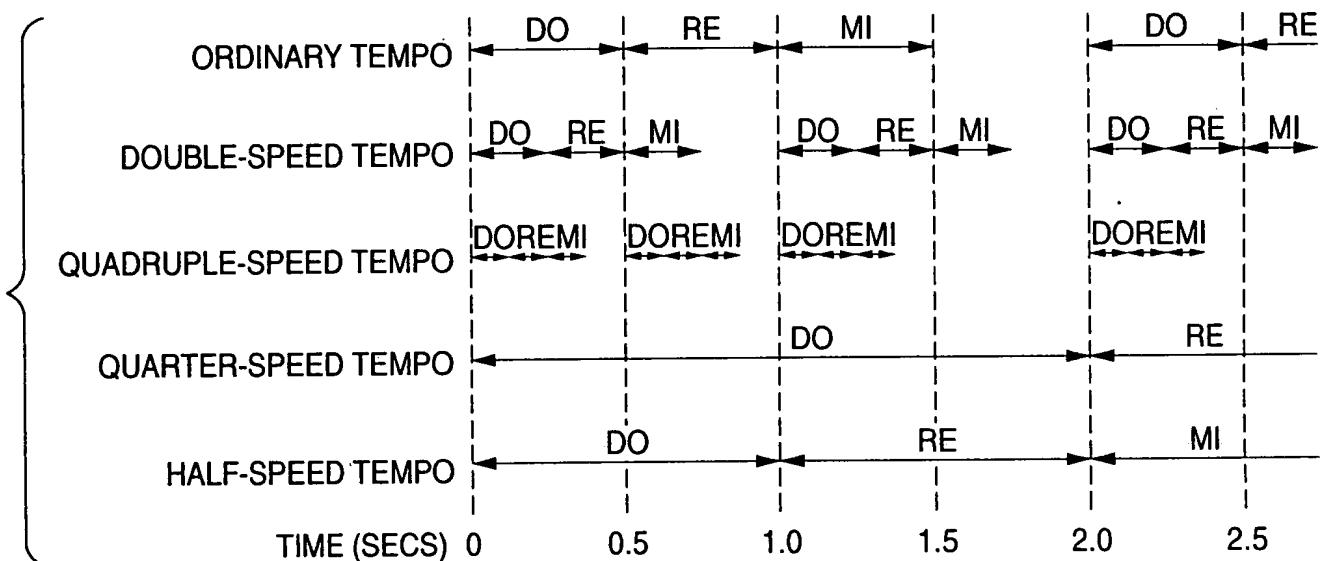


FIG. 16

NOTES	VOCALIZATION TIME (SECS)	
	QUARTER NOTE	EIGHTH NOTE
ORDINARY TEMPO	0.500	0.250
DOUBLE-SPEED TEMPO	0.250	0.125
QUADRUPLE-SPEED TEMPO	0.125	0.0625
QUARTER-SPEED TEMPO	2.000	1.000
HALF-SPEED TEMPO	1.000	0.500

FIG. 17

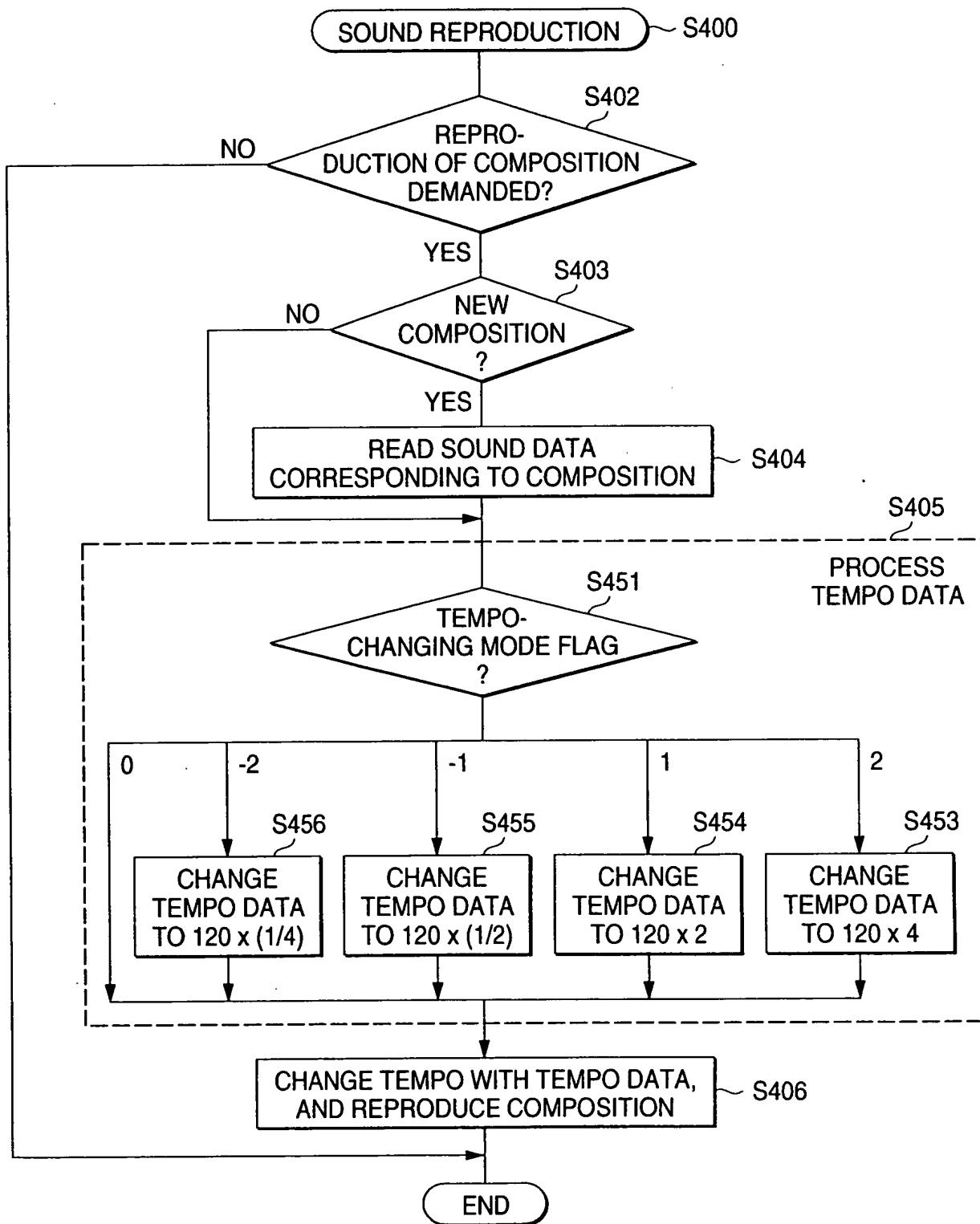


FIG. 18

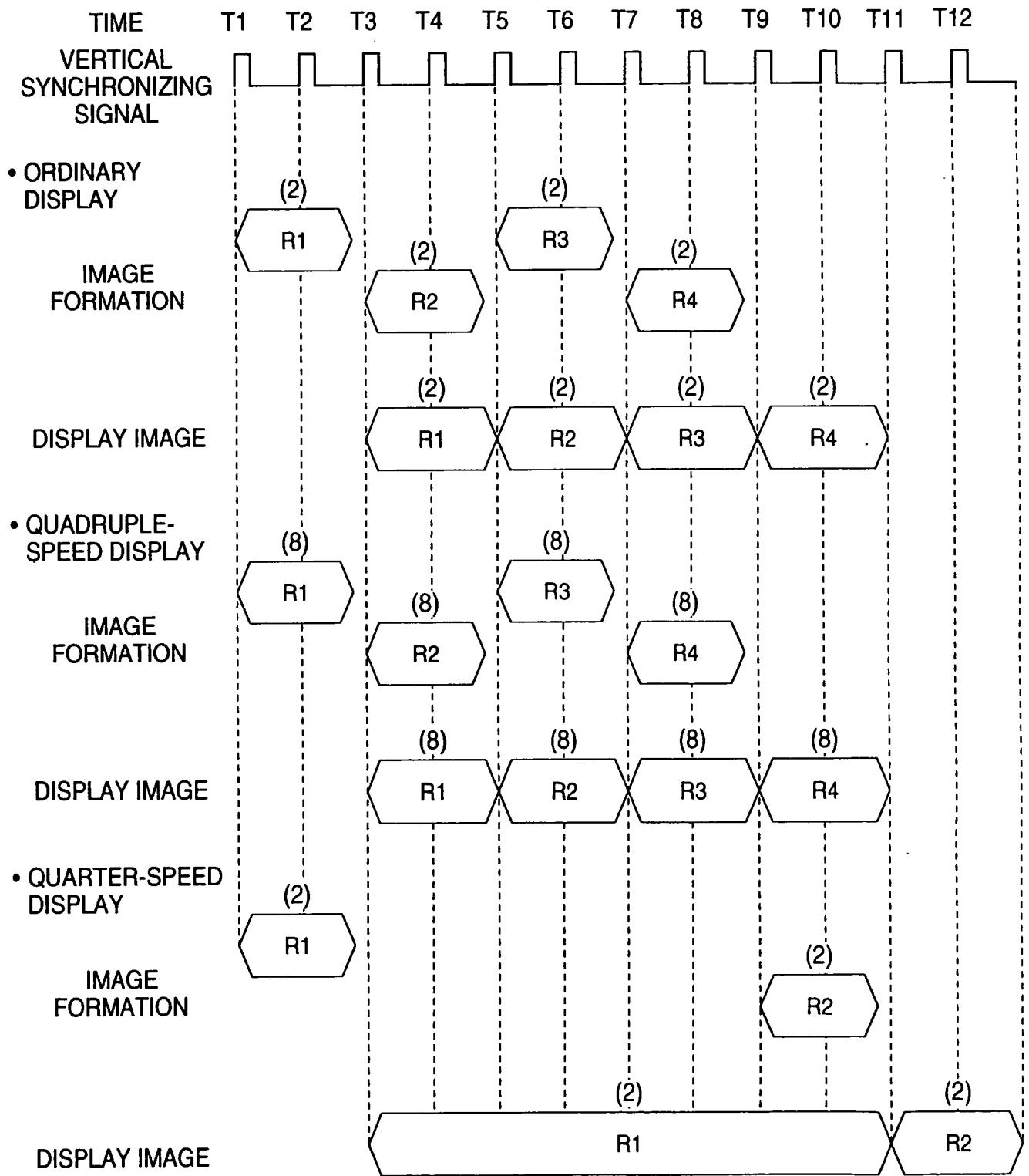


FIG. 19

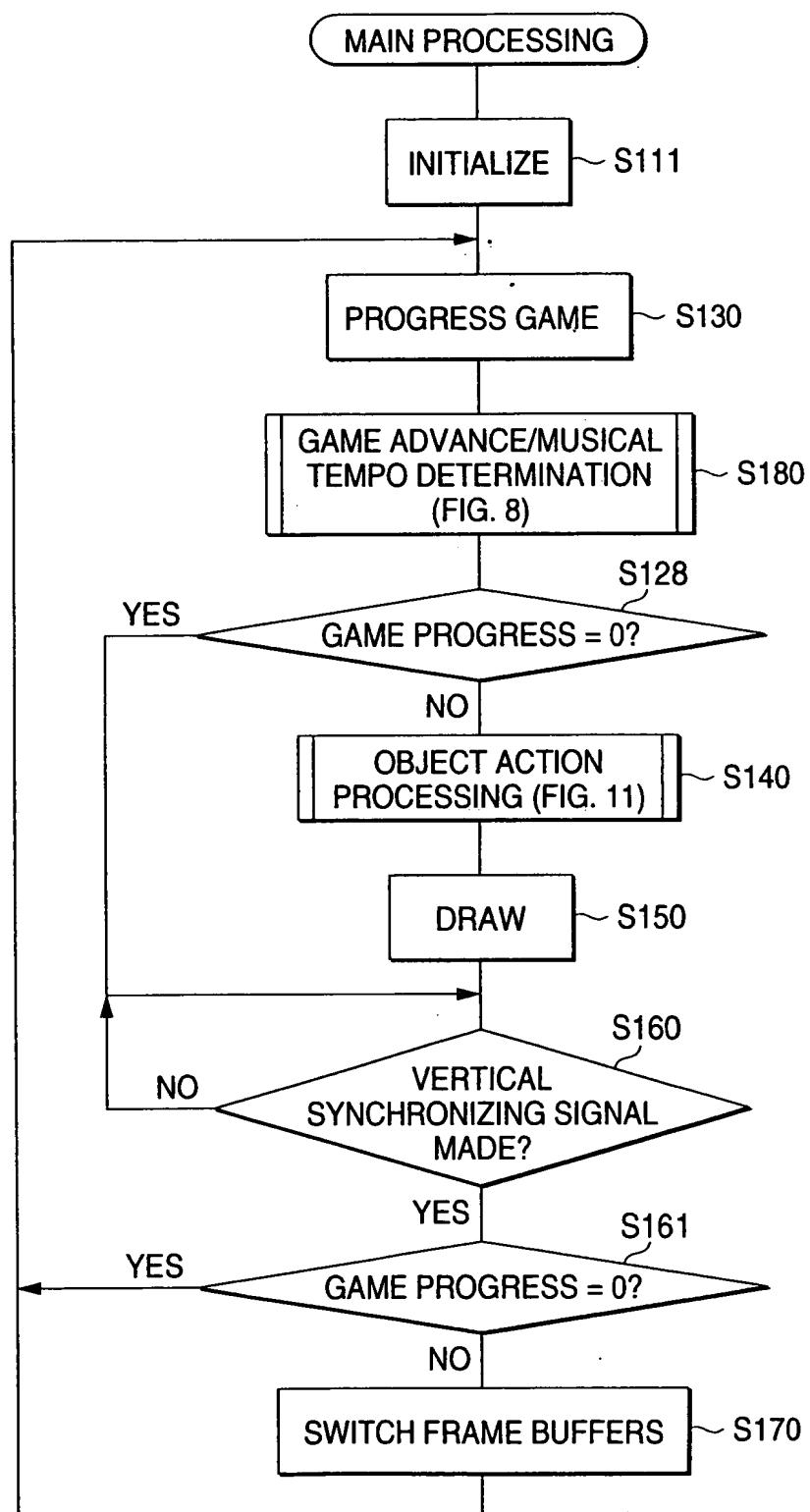
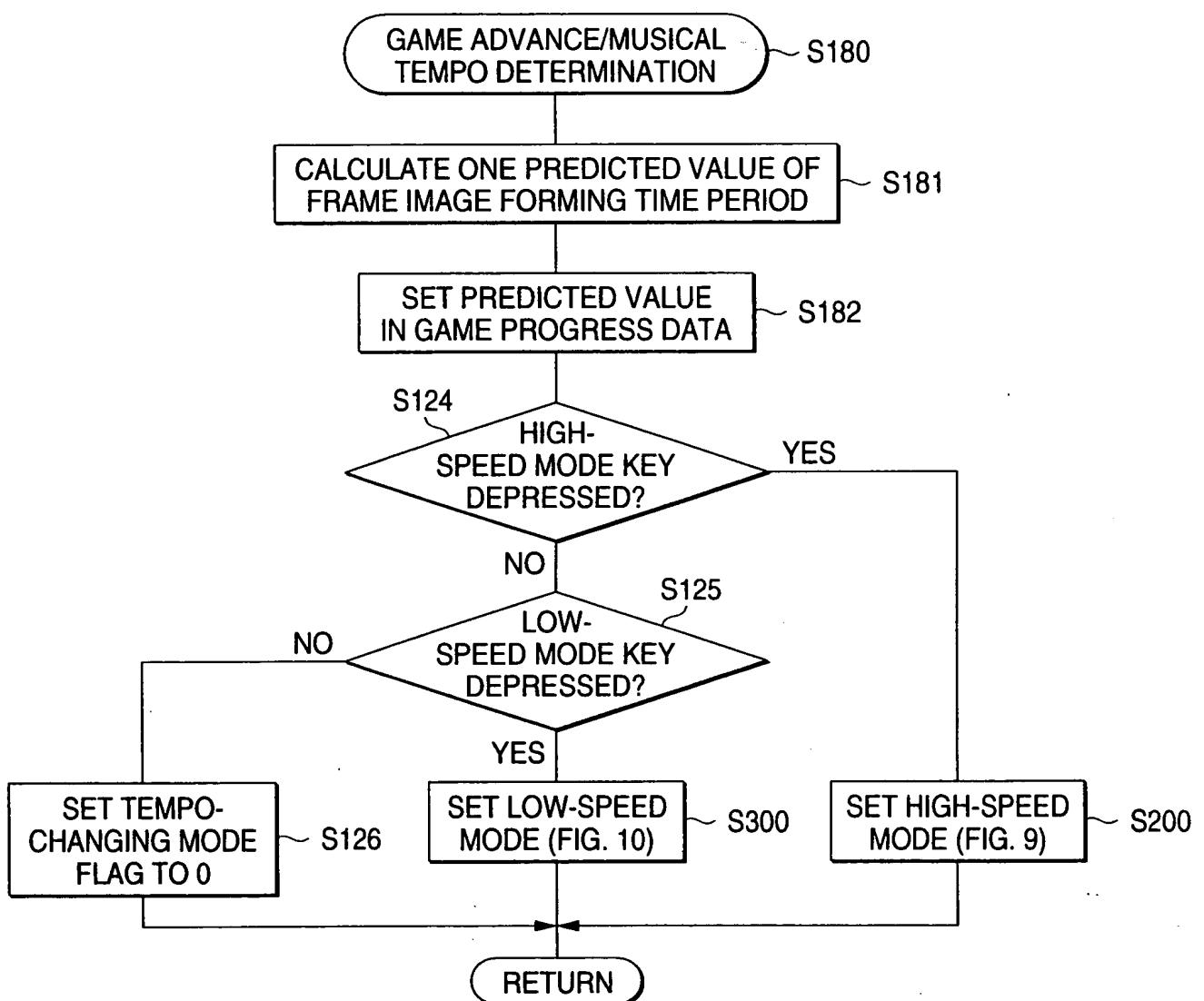
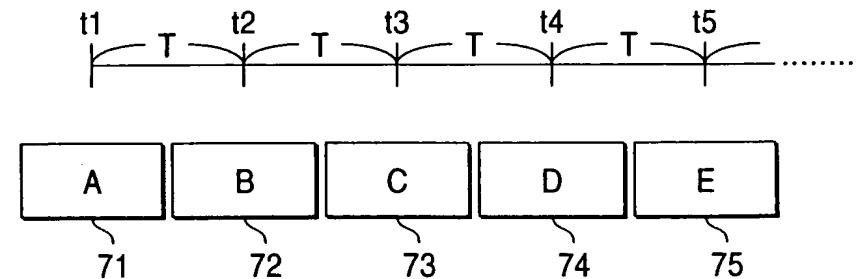


FIG. 20



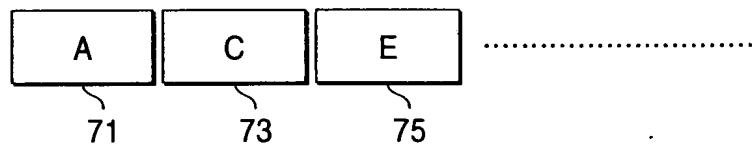
**FIG. 21A**

ORDINARY MODE



**FIG. 21B**

DOUBLE-SPEED MODE



**FIG. 21C**

HALF-SPEED MODE

